Persona 5 Complete: 193 hours of coffee, and head space.

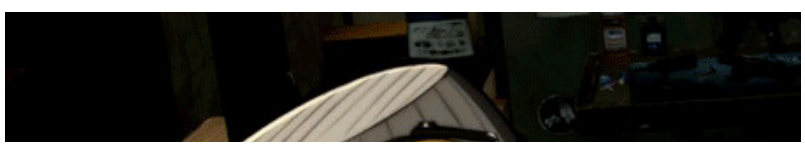
July 30, 2017 by Ratbat

Take your heart!

I finally finished persona 5 last night. 4;47 am went to the bathroom and realized that I actually started this game on June 16th over a month ago. I just wanna say that for what you pay, you get about 3 games worth of content if you are willing to deal with a jrpg. Of all the persona games I have played, I think 4 and 5 were the best of the persona series. The stylistic changes, and the Quality of life adjustments, made this one a whole heck of a lot of fun even if the plot kinda jumped the shark towards the end. The biggest change was the fact that the game's dungeons were now all custom tailored for a new narrative experience. This is A total farcry from the PE3 days of boring texture-less tedious as fuck 200 level randomly generated tartarus tower floors that ruined much of your progress if an enemy managed to insta kill your main character. Dungeons are now an enjoyable experience that have safe rooms where you can save almost anywhere you want. I thank God that the people over at Atlus finally dropped some of the traditional things of the past in order to respect the players time. Also, they kept the grim reaper out of the main story progression, and relegated it to mementos so that you could skip its set-timer game over bullshitski. The grim reaper now only shows up if you remain idle for 4 to 5 minutes (Also, you can exploit flu season to kill him for power levels late in the game if you so choose). The animation quality of this game was probably the best I have ever seen come out of Atlus studios. Id even venture to say, its now on par with final fantasy in terms of production value. Music wise, Shoji Meguro's score in this game is the best yet and suffers only from one glaring issue. That is, for 70% of the game they play 3-4 songs. While the songs are good, they skull fuck them into you so hard you end up fed up listening to them half way through the game. Good music put on loop 7000 times will eventually get old. Its just a matter of time. Besides all that, Persona 5 is 2017 game of the year material, So if nothing crazy comes out toward the fall, I don't see how this wouldn't be a solid contender.

My main take away is that.. persona 5 is an anime that you can play. You get to learn all sorts of weird coffee barista related trivia by day, jump into the weird head-spaces of criminals by night. You don't feel like you've wasted your time either. Definitely buy this game.

One last thing, Its very rare I say this, But I was very attracted to the Airsoft shop owner Munehisa Iwai. I cant really explain why… other then.. he was very much like a humanized version of a military jet or tank in my mind. The gruff voice actor they gave him, and the dedication to family bit also helped out much in this manner. (Dont google image search this.. youl just get stupid yaoi shipper bait)



He’s like the human version of an A-10 kinda…

It got me thinking about how some human character personalities/portraits could have lent themselves much better to the living machine paradigm. I wonder if any of you guys out there have seen a game or an anime with a human charecter and thought to yourself, “damn! this guy/gal would have made a hellova dragon, or a hellova living machine.” It might just a set of personality traits/style/attitude I associate with machine folk however..

P.S. See the Dunkirk movie.

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jean56f 7 years ago

Nah, not that bad :v
I was just complaining about the voice casting, not a good one (even there is not much dialogue in this movie !) but the french soldiers sound french ^^
I've seen worse, french dub can be really bad sometimes
I saw it in ov and myeah, not much difference o/
but there is only french dub, or french sub in my cinemas, not eng sub.. 😨

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jean56f 7 years ago

And I saw Dunkirk, but in french version. Bad idea, I will take time to find a original version one o/

Reply

Author

Ratbat 7 years ago

Reply to jean56f

@jean: it was bad to see Dunkirk in French?? What happened? How was it bad?

Reply

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Iron 7 years ago

Now someone needs to make fanart of Munehisa as an A-10. We must make it so!

Reply

Author

Ratbat 7 years ago

Reply to Iron

Iron: I wonder if he should be an a-10 or something from the jsdf since he's Japanese.. :scratches chin:

Reply

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